



# METAL GEAR SOLID

PlayStation®Classic

# PROLOGUE

## Outer Heaven Revolt (1995)

A small, but powerfully armed nation called "Outer Heaven" emerges from deep within South Africa. NATO learns that they are designing a nuclear-equipped walking battle tank called "Metal Gear", and they send in one of their best agents, Gray Fox. But, he is taken hostage, and they are forced to send in the newest member of FOX-HOUND, Solid Snake. He rescues Gray Fox and forces the surrender of Outer Heaven. As Solid Snake escapes, he is confronted by one man: Big Boss, the commander of FOX-HOUND. It seems that Outer Heaven was a mercenary company and Big Boss was the mastermind behind it. Big Boss had intentionally chosen his most inexperienced agent, Solid Snake, thinking he would fail, but he seriously miscalculated. After a fierce battle, Snake defeats Big Boss as Outer Heaven burns around him.

## Zanzibar Riot (1999)

In 1999, Dr. Kio Marv, inventor of the oil refining microbe, OILIX, was taken hostage by Zanzibar, a heavily armed nation in central Asia ruled by a minority ethnic group. Zanzibar was planning to gain political and military hegemony over a world suffering under the cruel weight of a global energy crisis. Roy Campbell, the new commander of FOX-HOUND, called Solid Snake, now in retirement, back to active duty to infiltrate Zanzibar and recover Dr. Marv.

Solid Snake made it past Zanzibar's impressive steel wall and penetrated deep into its interior. Once inside he destroyed Metal Gear, which had been completed after being transported from Outer Heaven, and defeated Gray Fox, former member of FOX-HOUND and now leader of the Zanzibar mercenary corps. Snake was also successful in retrieving the OILIX manufacturing process. Finally, he would once again meet his destiny with the man who was pulling the strings in Zanzibar, Big Boss! Big Boss had survived Outer Heaven and created Zanzibar in order to make a world rife with conflict and war, a world in which soldiers such as him would always have a place. After defeating Big Boss for the second and final time, Snake gave up on war and retired to the peaceful Alaskan wilderness.

## **The Dawn of the New Millennium**

The nuclear weapons disposal facility on Shadow Moses Island in Alaska's Fox Archipelago is attacked and captured by Next Generation Special Forces led by members of FOX-HOUND.

The terrorists have secured hundreds of nuclear warheads and they're demanding that the government turn over the remains of Big Boss. They warn that if their demands are not met within 24 hours, they'll launch a nuclear weapon.

Solid Snake is once again called back to duty in a top-secret mission to deal with the greatest terrorist threat the world has ever seen.

Firstly, Snake must single-handedly infiltrate the nuclear weapons disposal site and rescue two hostages: DARPA Chief Donald Anderson and the President of ArmsTech, Kenneth Baker. Secondly he must eliminate the terrorist threat and prevent a nuclear launch. The clock is ticking. Once again, Snake heads into battle... alone.

### **DEFAULT CONTROLS**

SQUARE button	Use weapon/Throw/Choke
CIRCLE button	Punch/Kick/Action/Tap on wall
CROSS button	Duck down (once ducked, press the directional buttons to crawl)
TRIANGLE button	Enter First Person View Mode
directional buttons	Run/Adjust view (in First Person View Mode)
L2 button	Equip item
R2 button	Equip weapon
L1 button	Change item
R1 button	Change weapon

SELECT button	Activate Codec
START button	Pause

NOTE: to reset the game to the Title Screen at any time, press and hold the following buttons for three seconds: START, SELECT, L1, L2, R1 and R2. Any unsaved data will be lost!

## **SPECIAL CONTROLS**

### **Sticking to Walls**

You can stick your back up against walls and other objects by pressing and holding the directional button in the direction of the wall or object.

### **Cargo Elevator Control Panel**

Press the relevant action button while standing in front of the control panel to operate the elevator.

### **Elevator Controls #1**

To call the elevator, press the relevant action button while facing the control panel next to the elevator. Occasionally, it may take some time for the elevator to appear.

### **Elevator Controls #2**

Stand in front of the control panel inside the elevator and the Floor Buttons will be displayed.

### **Elevator Controls #3**

Press UP or DOWN to highlight a floor and use the relevant action button to select the floor you want to go to.

### **Climbing Up and Down Ladders**

Press the relevant action button in front of or at the top of a ladder to climb up or down.

## **Entering and Exiting Air Ducts**

Crawl to enter or exit an air duct. After pressing the Crawl Button, use the directional buttons to move into crawling position. When you are inside an air duct, you will be in Intrude Mode.

## **When Using a Cardboard Box**

Although you can move normally while inside a cardboard box, your First Person View Mode is restricted, as if you are peeking through a hole in the box. As long as the enemies don't see you moving, they may just think that you're a cardboard box and ignore you.

## **Special Events**

### **Rappelling**

CROSS button: Jump off the wall. Press DOWN while in mid-air to descend. Press RIGHT or LEFT while jumping to jump in either direction.

CIRCLE button: Press and hold so Snake's feet will remain on the wall. Press the directional buttons while your feet are against the wall to move slowly in that direction.

### **Torture Event**

CIRCLE button: Press repeatedly to restore your life.

SELECT button: Submit to the torture.

You will continue to receive electric shocks until the Time Gauge runs out. Continue to press the CIRCLE button to restore your life. When your Life Gauge runs out, the game is over.

However, if you "Submit" you can avoid ending the game.

NOTE: There are no continues in this portion of the game.

## **GOAL OF THE GAME**

Infiltrate without being seen by your enemies. You're Solid Snake and you've got to single-handedly infiltrate the nuclear weapons disposal facility which is being occupied by a group of terrorists. If the enemy spots Snake they will call in reinforcements and go after him. You can't win in a firefight against superior numbers, so try to avoid unnecessary battles whenever you can.

### **Mission Objectives**

**Snake has two primary missions.**

1. Infiltrate the nuclear disposal site. Determine the nuclear launch capabilities of the terrorists and prevent a launch at all costs.
2. Rescue the DARPA Chief and the ArmsTech President. When the game begins, your first goal is to rescue the DARPA Chief.

## **STARTING THE GAME**

### **NEW GAME**

Begin the mission. Select the difficulty of the mission: EASY, NORMAL or HARD. NOTE: The EXTREME difficulty setting can only be selected after completing the game on one of the other difficulty settings.

### **LOAD GAME**

Select this to view the Data Selection Screen. You must have previously saved a game.

### **SPECIAL**

View information from your previous operations.

### **OPTION**

Adjust various game settings.

## BRIEFING

View the mission briefing videos.

## ON-SCREEN DISPLAY

### 1. Life Gauge

Solid Snake's remaining life. It is displayed when Snake receives damage. When the Life Gauge reaches zero, the game is over. When a boss enemy is defeated, your maximum life is increased according to the difficulty level you choose.

### 2. Item

Displays the item you are currently equipped with. When nothing is equipped, nothing is displayed.

### 3. Weapons

Displays the weapon you are currently equipped with. When nothing is equipped, nothing is displayed.

### Alert Mode

When you are discovered by an enemy, the game enters Alert Mode and your radar becomes unusable. Once you leave the enemy's field of vision, the countdown starts. When it reaches zero, the game enters Evasion Mode.

### Evasion Mode

In this mode, the enemy soldiers are looking for Snake. If you are discovered again, the game re-enters Alert Mode. If the countdown reaches zero, the game returns to Infiltration Mode. Radar is unusable in this mode.

### Electronic Jamming

This is when the radar is unusable due to electronic jamming. During this time, weapons and other items which use electronic components, such as surveillance cameras and remote controlled missiles, will not function properly.

## CAMERA MODES

"Metal Gear Solid" employs a variety of camera modes to create a feeling of participating in an infiltration mission packed with tension and excitement. Familiarize yourself with each unique camera mode and use them to your advantage.

### Behind Mode

Use "Behind Mode" to spy on your surroundings while remaining hidden...

Stick up against certain walls or other objects by pressing and holding the relevant directional button and the camera position will move to give you a strategic view of your area.

### First Person View Mode

Use "First Person View Mode" to closely examine your immediate surroundings...

When you enter First Person View Mode, the camera shifts to your viewpoint – press the directional buttons to change the direction that Snake is looking in. While in First Person View Mode, your field of vision is represented as a green cone on your radar.

### Intrude Mode

"Intrude Mode" operates when you are crawling through narrow areas... Advance by pressing UP and press DOWN to go backwards. You can also turn right or left by pushing in either direction. You can use the First Person View Mode while in Intrude Mode to get a better look around.

## ENEMY ALERTNESS LEVEL

### Infiltration Mode

Infiltration Mode is the standard mode when Snake has not been discovered by enemy soldiers or surveillance cameras.

## **Alert Mode**

When Snake is discovered by an enemy soldier or a surveillance camera, the game enters Alert Mode.

## **Evasion Mode**

In Evasion Mode, the enemy soldiers are no longer patrolling their routes and are actively searching for Snake.

If the soldiers lose sight of Snake, the game will enter Evasion Mode. In Alert Mode, the enemies already know that Snake is around, so even if a noise is made, the game will not enter "Noise Mode".

### **Enemy soldier movement in Infiltration Mode**

In Infiltration Mode, enemies generally patrol along a certain route. When the enemy soldiers hear a noise in Infiltration Mode, they leave their patrol route and investigate in the direction of the noise. This is called "Noise Mode" and the enemy's field of vision is displayed on the radar as a red cone.

If the enemy soldiers search the area where the noise was made and find nothing unusual, they will return to their normal patrol routes. It is also possible to intentionally make a noise to lure the enemy soldiers in a particular direction. When you kill an enemy in this mode, he may drop an item.

### **Enemy soldier movement in Evasion Mode**

If the enemy soldiers rediscover Snake in Evasion Mode, the game will re-enter Alert Mode. Stay out of sight of the enemy until the counter reaches zero, to re-enter Infiltration Mode and the enemies will quickly return to their normal patrol routes.

In Evasion Mode, just as in Infiltration Mode, it is possible to use "Noise Mode" to lure your enemy in a particular direction.

## **Enemy soldier movement in Alert Mode**

In Alert Mode, the enemy soldiers will call in reinforcements and attack Snake. If the soldiers lose sight of Snake, the game will enter Evasion Mode.

## **GAME OVER**

When either Snake's Life Gauge or a hostage's Life Gauge reaches zero, the game will be over. In some stages, there are also traps which will cause the game to end if they are triggered. After the "Game Over" screen, wait a few seconds and the option to Continue or Exit will automatically be displayed.

### **Continue**

Restarts the game from the nearest Continue Point. There is no limit to the number of continues.

### **Continue Points**

Continue Points occur after moving to a new area or before fighting an enemy boss.

### **Exit**

Quit the game and return to the Title Screen.

## **SAVING & LOADING**

### **Saving**

Save your progress at the nearest Continue Point by contacting Mei Ling on the Codec.

### **Loading**

Select "Load Game" on the Title Screen and the Data Selection Screen will be displayed. When the data is loaded, the game will restart from the saved Continue Point.

## **Mission Log**

This provides a simple summary explaining your goal and actions up to that point. You can only view the Mission Log after you have loaded a saved game.

## **CODEC**

### **Codec Mode**

Press the SELECT button to enter the Codec Mode. By using the Codec, Snake can get support and information from various people. Call Mei Ling on the Codec to save your progress.

### **Incoming Calls**

When Snake receives a call on the Codec from another character, the Call sign will be displayed. Press the SELECT button to enter Codec Mode and the communication will begin. Calls provide particularly important information, so make sure you always answer them.

### **Transmission Procedure**

#### **1. Selecting a frequency**

Press RIGHT or LEFT to adjust the frequency.

#### **2. Starting a transmission**

Press UP or the CIRCLE button to start a transmission. If you have not selected the proper frequency, the message "NO RESPONSE" will be displayed. Sometimes even when the correct frequency has been selected, there may be no answer depending on the circumstances of the person you are calling.

#### **3. Using the Memory Feature**

Press DOWN to open the Memory Window (list of people with whom you have communicated). Choose the person you wish to call. Press the CIRCLE button to begin a transmission to that person or press the CROSS button to cancel and close the Memory Window.

#### **4. Exiting the Codec Mode**

Press the SELECT button while not transmitting to exit Codec Mode.

### **CODEC FREQUENCIES**

#### **Roy Campbell**

140.85 MHz

As commander of the operation, he provides Snake with hints on how to advance and useful information on the controls.

#### **Naomi Hunter**

140.85 MHz

As chief of FOX-HOUND's medical staff, she can provide details about FOX-HOUND as well as information about the boss enemies.

#### **Mei Ling**

140.96 MHz

She's in charge of communications for this operation and is an expert in imaging technology. She is responsible for saving mission data.

#### **Nastasha Romanenko**

141.52 MHz

A military analyst, Nastasha provides information about weapons and nuclear technology as well as tips about how to use your weapons and items.

#### **Master Miller**

141.80 MHz

As a former survival instructor, he gives psychological advice as well as tips about various special techniques. He also has a wealth of information about Alaska.

## **Meryl Silverburgh**

140.15 MHz

Provides support and valuable background information.

## **WEAPONS & ITEMS**

### **Equipping Weapons**

Press and hold the R2 button to display the Weapon Window. Select the weapon you want to equip with the directional buttons and then release the R2 button to equip your chosen weapon. If you decide not to equip a weapon, select "No Weapon". The numbers below the weapon icon show the remaining ammo and maximum ammo.

### **Equipping Items**

Press and hold the L2 button to display the Item Window. Use the directional buttons to select the item you want to equip and then release the L2 button to equip the item. If you decide not to Equip an Item, select "No Item".

The numbers below the item icon represent the current maximum number of items.

### **Acquiring Items**

Items can be acquired by retrieving item boxes. You can use First Person View Mode to see what is inside an item box before you pick it up.

You cannot hold more items or ammo than the maximum limit. When you have reached your maximum limit, the message "FULL" will be displayed and the item box will remain unopened.

If an item box contains ammunition for a weapon that you have not yet acquired, the message "GET WEAPON FIRST" will be displayed.

## **LIST OF MAIN ITEMS**

Some items may be unusable depending on the area and the circumstances.

### **SCOPE (Binoculars)**

CIRCLE button

Zoom in

CROSS button

Zoom out

### **CIGARET (Cigarettes)**

Solid Snake's favourite brand. Remember: smoking is hazardous to your health.

### **RATION (Military rations)**

Restores your life gauge. Press the CIRCLE button while the Item Menu is open to increase your life a certain amount. If your Life Gauge reaches zero while you have rations equipped, they will be used automatically.

### **CARD LV1 (Level 1 security card)**

Equip this card to open security doors Level 1 and below. You will need to acquire higher level cards to progress. Use First Person View Mode to check a door's security levels.

### **C.BOX A (Cardboard Box A)**

"To the Heliport" is written on it. Equip to have Snake hide inside the cardboard box. It may fool enemy soldiers...

### **THERM.G (Thermal Goggles)**

Night vision equipment. Employs thermal imaging to enhance the heat signature of items and enemies.

## **WEAPONS LIST**

### **SOCOM (SOCOM pistol)**

Press the SQUARE button to aim this semi-automatic pistol and then release the SQUARE button to fire. It can also be equipped with a suppressor.

### **FA-MAS (FA-MAS rifle)**

Press the SQUARE button to fire this assault rifle. Press and hold to fire on full-auto.

### **C4 (C4 explosive)**

Plastic explosive. Press the SQUARE button to set. Press the CIRCLE button to detonate.

### **GRENADE (Hand Grenade)**

Fragmentation grenade. Press the SQUARE button to pull the safety pin and release to throw. Explodes five seconds after the pin is pulled.

### **CHAFF.G (Chaff Grenade)**

Electronic jamming grenade. Press the SQUARE button to pull the pin, and release it to throw. Explodes five seconds after the pin is pulled.

### **STUN.G (Stun Grenade)**

Temporarily stun enemies with this flash grenade. Press the SQUARE button to pull the pin, and release it to throw. Explodes five seconds after the pin is pulled.

### **NIKITA (Remote Controlled Missile)**

Press the SQUARE button to fire. After firing, use the directional buttons to guide the missile. Can't be guided in areas with electronic jamming.

### **CLAYMORE (Claymore Mine)**

Press and hold the SQUARE button to arm, then release the SQUARE button to set this anti-personnel landmine. Explodes when an enemy or Snake enters the active area. Crawl to disarm and retrieve.

### **STINGER (Stinger Missiles)**

Use the directional buttons to aim, and press the SQUARE button to fire these radar-guided missiles.

### **PSG1 (PSG1 rifle)**

Use the directional buttons to move the sights of this deadly sniper rifle and press the SQUARE button to fire.

### **CAMERA (Digital Camera)**

Press the CIRCLE button to zoom in, and press the CROSS button to zoom out. Press the SQUARE button to snap a photo.

## **BRIEFING**

You can change the camera only when a message is displayed in the upper right of the screen.

### **CAMERA FREE**

Press the TRIANGLE button to zoom in, or the SQUARE button to zoom out.

### **CAMERA CHANGE**

Press the CIRCLE button to change the camera angle to one of three options: A, B or C.

## **OPTIONS**

### **CAPTION**

Turn the subtitles ON or OFF.

### **SOUND**

Select either STEREO or MONAURAL sound.

## **CHARACTER FILE**

### **Solid Snake**

Former member of FOX-HOUND and an expert at infiltration. He can accomplish his mission under any circumstances, in any location.

### **Roy Campbell**

Former Commander of FOX-HOUND. Although retired, he was called back to active duty as operation commander for this mission.

### **Meryl Silverburgh**

Campbell's niece, she was caught in the middle of FOX-HOUND's revolt. She has excellent training as a soldier, but no actual battle experience.

### **Naomi Hunter**

Chief of FOX-HOUND's medical staff, she's in charge of gene therapy. She works along with Campbell to provide vital support for Snake.

### **Mei Ling**

Operator in charge of communication data processing for this operation. She invented the Codec communicator that Snake uses.

### **Liquid Snake**

A man with the same face as Snake. As FOX-HOUND's squad leader, he's the mastermind behind the terrorist attack

**Revolver Ocelot**

An expert with handguns and a sadist with a penchant for torture.

**Vulcan Raven**

He's a giant shaman with strong spiritual powers, blessed with a powerful body which is resistant to extreme cold.

**Sniper Wolf**

A brilliant sniper, she can wait in sniping position for hours, days or even a week without moving a muscle.

**Psycho Mantis**

A former member of the KGB's Psychic Intelligence Unit. He has powerful telekinetic and mind-reading abilities.

**Decoy Octopus**

Very little is known about him/her...?

**FOX-HOUND Genome Soldiers**

Members of the Next Generation Special Forces and reserve members of Unit Fox Hound. Although they have virtually no battle experience, they have been rigorously trained in VR simulators and are therefore experienced soldiers.

**Ninja**

Little is known about this "cyborg ninja". He uses stealth camouflage and wields a Japanese katana that can cut through steel like butter and even deflect bullets.

**Big Boss**

Former commander of FOX-HOUND, once known as the "Legendary Soldier", his remains have been preserved by the military.

**Hal Emmerich**

An employee of ArmsTech Inc. His nickname, Otacon, references the Otaku convention, a Japanese animation festival.

**Nastasha Romanenko**

A freelance military analyst. She provides support to Snake as a specialist in nuclear technology.

**Master Miller**

FOX-HOUND's former survival teacher. He provides Snake support by Codec.

**Donald Anderson**

Director of the Defence Advanced Research Projects Agency (DARPA). He's been taken hostage by the terrorists.

**Jim Houseman**

Secretary of Defence. Houseman commands this counter-terrorist operation from his AWACS (Airborne Warning And Control System) plane.

**Kenneth Baker**

President of ArmsTech Inc. – a huge arms conglomerate. Baker has been taken hostage by the terrorists along with DARPA Chief, Jim Houseman.

## **CAST**

Solid Snake	David Hayter
Liquid Snake	James Flinders
Meryl Silverburgh	Mae Zadler
Naomi Hunter	Carren Learning
Hal Emmerich	Christopher Fritz
Roy Campbell	Paul Otis
Mei Ling	Kim Nguyen
Ninja	George Byrd
Nastasha Romanenko	Renne Collette
Revolver Ocelot	Patric Laine
Vulcan Raven	Chuck Farley
Psycho Mantis	Doug Stone
Sniper Wolf	Julie Monroe
Donald Anderson	George Byrd
Kenneth Baker	Bert Stewart
Jim Houseman	Frederick Bloggs
Genome Soldier A	Doug Stone
Genome Soldier B	Chuck Farley